

## Claims

- [c1] 1. A computer user interface selection process for allowing the user to select audio files to be played on the first computer controlled by a second computer connected through a general network, comprising the steps of:
  - a) an interface apparatus, wherein an input device and an output device are integrated in the first computer.
- [c2] b) an interface apparatus, wherein an input device and an output device are integrated in the second computer.
- [c3] c) displaying on the second computer on a display device, song titles or artist titles of the first computer's multimedia music files in data fields; d) selecting on the second computer from one or more of the data fields of the first computer's music files, containing song, and artist titles.
- [c4] 2. The process of claim 1, wherein the step of playing the selected song item comprises: a) activating a play action on the first computer from the second computer ; b) sending data through a general network from the second computer to the first computer containing specific song title and artist title, in response to step a) for con-

trolling the first computer's song playback of the selected song controlled by the second computer; c) receiving a data through a general network from the first computer to the second computer containing song title, artist title and playback time information in response to step a) for displaying on the second computer with the first computer's song that is being played with the song title, artist title, and synchronized playback time countdown information.9. The methods of claim 2, wherein the step of playing, further comprises: b) selecting on the second computer, by the user, a pause play button that will temporarily suspend the song playback on the first computer; c) selecting on the second computer, by the user, the pause play button a second time to enable the song playback on the first computer. 10. The method of claim 9, wherein the step of playing, further comprises: d) selecting, on the second computer, by the user, a stop play button that will disable the song playback on the first computer. 11. A system for playing media information on a media playing means, the system comprising: a) the media playing means for playing the media information for a user where the playing means is capable of playing musical sound; and b) control means, coupled to the media playing means, for allowing the user to remotely select media information and to automatically control the media playing means in playing the

selected media information through a general network, the control means having: b1) data storage means for storing the media information on the first computer, the media information including audio file formats, like WMA, MP3, WAV, AU, AAC, or OGG

1) a first data field of media information containing song titles of items found on the first computer in the data storage means that are related to the first data field, and  
2) a second data field of media information containing artist titles of items found on the first computer in the data storage means that are related to the second data field; b2) display means for visually displaying on the second computer the first or second data fields of media information contained on the first computer so the user may control the playback of songs located on the first computer remotely from the second computer. .

- [c5] 20. A machine readable media containing instructions for causing multiple computers to perform the operation of connecting each other involved in a wired or wireless network which transmits multimedia information including song title, artist title, and song playback time through the network, wherein the operation comprises: a computer user interface process on the second computer allows the user to view audio files to be played on the first computer by song title and artist title.

- [c6] 23. A machine readable media containing instructions for causing two computers to perform the operation of connecting each other involved in a wired or wireless network to transmit instructions from one computer to another computer to play certain audio files on its own playback device, wherein the operation comprises:  
a machine readable media according to claim 23,  
wherein the computer playing an audio file to its own playback device transmits scronized time countdown of the song playing to the other computer, and  
a machine readable media according to claim 23,  
wherein a computer displays the received scronized time countdown of the song playing on a second computer.
- [c7] 24. A machine readable media containing instructions for causing multiple computers to perform the operation of connecting each other involved in a wired or wireless network allowing a user, from the second computer, to start the playback of songs located on the first computer to its own audio device wherein the operation comprises:  
a machine readable media according to claim 24,  
wherein one computer having large capacity contains multimedia music files receives playback instructions from another computer as to when to play certain audio files and,  
a machine readable media according to claim 24,

wherein one computer having small capacity transmits playback instructions to another computer as to when to play certain audio files.

- [c8] 18. The system of claim 17, wherein the storage means is a hard disk drive for a computer. 19. The system of claim 18, wherein the data storage means is located remote to the display means and media playing means. 20. The system of claim 19, wherein the display means is a computer monitor.